

Anthony Scarangelo

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Graduating **May 2021**

EDUCATION

Northeastern University, Boston, MA 2017 – Present

Candidate for a Bachelor of Science in Computer Science and Game Design GPA: 3.7/4.0

Related Courses: Fundamentals of Software Engineering, Object-Oriented Design, Algorithms & Data,
Networks & Distributed Systems, Computer Systems, Artificial Intelligence

PROJECTS

Computer Cat (Unity, C#) January 2021

- A cute 2D puzzle platformer created for the 2021 Global Game Jam
- Led my team by planning and organizing work flow while also designing and programming
- Programmed and implemented many major gameplay systems

The Duke MCTS (Python) November - December 2020

- Developed an AI to play a chess inspired board game called “The Duke”
- Implemented a modified Monte Carlo tree search algorithm with multiple simulated levels of difficulty

Bone Throne (C++) April 2020

- A top down roguelike action game set in a cartoonish wild west desert
- Created a unique component-based game engine, used SDL2 for game rendering
- Developed AI system with unique behaviors for different enemy types

Come on Blue! (Scala, Java) November – December 2019

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Applies Scala XML parsing to gather information about strike zone dimensions and pitch location

Rear Pew Mirror (Unity, C#) April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

WORK EXPERIENCE

AdSmart Data Engineer Co-op, **NBCUniversal**, New York, NY July – December 2019

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter data
- Created a checkpointing system which utilizes Amazon S3 buckets to maximize program efficiency

CORE Studio Intern, **Thornton Tomasetti**, New York, NY July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed and implemented a new user interface to improve app organization and usability
- Implemented Amazon Rekognition API to dynamically label photos for better organization

COMPUTER KNOWLEDGE

Languages: Java, C#, C++, Typescript, Python, Spark SQL, Scala, C, Lua, HTML, CSS, PHP

Software: Unity, Git, Docker, Jenkins, IntelliJ, Visual Studio, PuTTY

INTERESTS

Baseball, Trumpet, Esports, Theatre, strategy games